XIO3
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ATARI NEWS AND RUMORS

The slow erosion of support for the 8-bit Atari is not a unique trend. In fact support for all the popular 8-bit computers is declining. Ziff Davis Publications has recently discontinued it's A-plus magazine for the Apple-II series. This was one of the three major Apple magazines. InCider magazine picked up part of the assets. As advertising revenue and circulation continue to decline, we can expect the disappearance of more 8-bit magazines. I suspect that Antic and Analog are continuing out of sentiment. There can be little profit in them now, certainly there is very little advertising.

Antic is about as good as it ever was, but it is now down to forty-six pages, in newsprint at that. The June Antic is advertising six month subscriptions. Does this mean that Antic will fold next year? It wouldn't suprise me. The publisher of Antic has been looking around for replacements. Some years ago Antic Publications ran a few issues of an Apple magazine. It wasn't successful. More recently they tried a model magazine. I haven't seen it recently. Now I hear that Antic is publishing an Amiga magazine. It makes more sense, I suppose, to publish a companion to STart. Many of the software advertisers are the same for both the ST and the Amiga. Also the Amiga is selling better in the U.S. than the ST. Whether there is room for a new Amiga magazine is another question.

I can't understand how LFP can continue to publish 84 glossy pages of Analog each month with only a few pages of advertisement. Perhaps they do it to keep the editorial staff together. Lee Papas is publisher and Clayton Walnum is executive editor of both Analog and STlog. Andy Eddy is associate editor. Now, I see that the same team is running a new magazine, Video Games and Computer Entertainment. In Video Games, Walnum and Eddy change places. Video Games has lots of ads, and went monthly with the May issue. After making an appeal for programs to publish, I have heard that Analog has stopped purchasing major submissions. Look for Atari 8-bit games coverage to move to Video Games and for Analog to vanish again, this time for good.

The magazine STworld is organizing a number of exhibitions called "The World of Atari". These are to be held in various locations throughout the U.S. where there is strong user group support. On April 22nd there was one of these exhibitions in the Disneyland Hotel. A number of Atari officials attended and Atari helped organize some of the events. There was a prototype ST laptop on display. That is, if you want a 15 pound computer on your lap. It seems to have one double sided disk drive built in, and it contains one megabyte of RAM. It has a regular keyboard except that the function keys and the keypad keys are smaller and thinner. There is also a trackball instead of a mouse. The liquid crystal screen did not appear to be back-lit. The ST laptop seemed to be running programs, but nobody was allowed to touch it. This was obviously a prototype; the production model may be somewhat different. It certainly needs a better screen. Will it be in production? Sig Hartman of Atari said that the ST laptop should be available for shipment in August.

The diplomatic Hartman said a lot more. Atari has been working on a number of software packages for the ST. One is to be called Word Flair; this is to be a word processor with extensive desk top publishing features. Also a series of CAD/CAM programs and a specialized desktop publishing package called Desk Set were available from Atari at the fair.

Sig Hartman said that the 520 and 1040 ST's will not be supplied with a blitter chip, although an empty socket for this chip may be included on the circuit board. The blitter chip allows a rapid bit-mapping of the screen and is a feature on the Amiga computers. The Atari blitter chip generates radio frequency interference and requires tight shielding. The shielding is only acceptable on the Mega series, and these are supplied with the blitter chip. This may be one reason for the more recent announcement of the replacement of the 1040 ST model with a Mega One. However, it is rumored that it costs less to produce a one meg Mega One (with detachable keyboard and all) than the single board 1040 ST model. Considering that Atari can sell an IBM XT clone in a Mega-type case for less than a 1040 ST, this rumor is believable. Another rumor is that the Mega One will be released with enhanced sound capabilities and high resolution color. Apparently the present ST color system has more potential than is used by the hardware in the

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JULY 27th IS GAMES NIGHT! PRIZES GALORE!

Atari News and Rumors
(Continued from Page 1)

current machines. Could this be the Amiga killer that was being talked about last year?

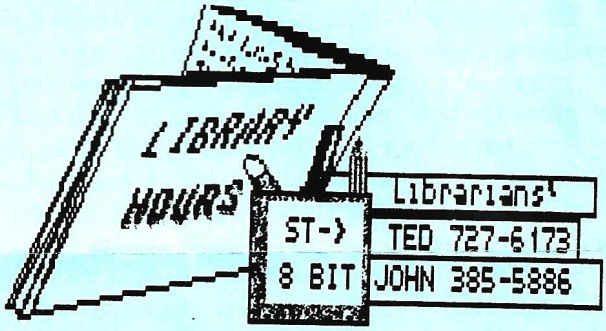
Atari has little new to report for its 8-bit computers except for a steady stream of new cartridge games. Recently there have been some new releases, rather than reruns. Some of the better titles are Into the Eagle's Nest, Airball and Crystal Castles. While the venerable 8-bit is more than a game machine, new games don't hurt either. Cartridges are becoming popular for utility programs as well. SpartaDOS X and Diamond operating system are both in special cartridges. Now Keith Ledbetter is beginning beta testing of a revised Express terminal program in a cartridge. The Express cartridge can be plugged into SpartaDOS X to make a super terminal system. Express (The Cartridge) is marketed by Orion Micro Systems and the price will be $69.95 U.S.

Atari 8-bit systems are sometimes marketed with some independence in Britain. For instance I noticed that one dealer is selling XF551 drives bundled with MYDOS 4.5. The same source is selling customized 130XE's. They are supplied with a built in parallel printer interface, a new character set including the pound (sterling) symbol and a capacity to reboot without switching off the computer. Another interesting thing is that 8-bit Atari software sales in Britain have as much volume as sales of software for the ST or the Amiga. There is still a steady stream of excellent 8-bit games being released by small companies such as Red Rat, Tynesoft, Atlantis, Players and Cloud9.

And on the subject of XE games, if we listen to A&B sound, our local Atari dealer, we might conclude that only the XE games system will be available when the current XE computer stock has been sold. Over a year ago we heard them say that the XE line was being discontinued. There was no such information from any other source. Atari denied that they planned to drop the XE. Recently, one of our members tried to buy a 130XE from A&B Sound, only to be informed that the 130XE model had been discontinued. I have heard similar statements about the XF551 disk drives. This discontinuation was news to a major Atari dealer in California (who should know). And Atari's sales chief, Sig Hartman, continues to promote the XE system.

Also one of our members tried to buy an XF551 drive from A&B Sound. He was informed that there weren't any. When Atari in Ontario was phoned, they were suprised. They had sent twenty drives to A&B Sound in B.C. Needled a bit, A&B Sound located a couple of new drives in one of its Vancouver area stores. So what's going on here? It seems as if A&B sound (or some of it's sales staff) would like to drop the XE and its drives, even if they can sell them all. I see in the current Computer Paper (a Vancouver freebie), that the Commodore 64 accounts for about twenty percent of the Commodore revenue. Also, the Apple II series brought in about one fifth of Apple's revenue last year. I would think that Atari has much the same experience. In addition, Commodore finds that there is more profit per unit on its 64 sales since the development costs were written off years ago. The same goes for the current Atari XE line. So I doubt that the lack of enthusiasm for the XE and its peripherals comes from Atari in Ontario.

Back again to games. Of course there are lots recent games for the ST (which is not just a business machine). There are enough games for the ST to keep a British ST games only magazine busy. However, in the U.S. at least one ST software games publisher is becoming discouraged. Spectrum HoloByte released the F-16 fighter simulation Falcon. According to reviews it is one of the most advanced and realistic of its kind of program. Versions were released for the PC, Macintosh, Amiga and ST. The program sold well for all computers except the ST, where sales were comparatively slow. A few weeks after the ST version had been on the market, pirated ST versions of Falcon turned up on more than one bulletin board. ST sales of Falcon dropped. Representatives of Spectrum HoloByte acknowledge that piracy is a problem with all computers, and that there is probably no more piracy among ST users than among users of other computers. However, there are many more PC's or Macs or Amigas than ST's in North America. This makes the ST software market a greater risk for programmers. So a talented, well organized network of ST pirates may be all that is needed to kill the ST software market. **Rowland Grant**



LIBRARY DATES

The Garden City Atari Computer Enthusiasts library is located at John and Sharon Brydons house, 532 Dunedin Street. Library hours are 11 A.M. to 4 P.M. and will be strictly enforced this year. Kindly remember this is John and Sharons home, and respect the hours. Public domain software for the 8-bit and ST is available for borrowing and copying. There is also a virtually complete selection of Analog, Antic and Page 6 magazines available, along with hardcover and paperback books dealing with Atari computers. Dates for the library are every second Sunday, as follows:

July 23, August 6, 20. September 3, 17. October 1, 15, 29. November 12, 26. December 10, 24.

General Meeting

I wasn't there, so this is a second hand account of the May meeting. When I asked various members what happened, I got a few vague replies that something really did occur, but nobody was quite sure what it was. Fortunately, Gordon Hooper wrote down his impressions. I'll ignore most of them, and report that donations of books and software continue. The latest book is Kids and the Atari. This teaches Basic programming using an entertaining format. That social organization, the Atari Chamber BBS, is having a campout and BBQ on July 14th and 15th at Courtenay. All invited! Bring your own food and drink. Net-mail will be tried with our friends in Courtenay. Also there is the possibility of a net-mail link to the U.S. through the SPACE BBS. The feature of the evening was a video tape on computer animation. It was better (so they say) than the one that we showed some months back. Thanks to Ted Skrecky for the use of his tape and to Ron De Pol for his VCR and TV.

It was reported at the June meeting that we haven't been getting Antic magazine since April. We sent a letter to Antic complaining about this and pointing out that we had sent them enough money to renew our subscription for another year. There was no response, so Ron De Pol phoned the Antic customer service in Martinez, California. According to Lisa Tarlton of Antic, their records showed that Antic was being sent to us. Ron checked their version of our address and found that it was correct. Lisa promised to ensure that we get the remainder of our subscription, and the missing back issues with disks will be sent parcel post.

Gordon Hooper showed examples of the Club publicity flyer. He said that some would be available at Tesseract and A&B sound. Gord asked the membership for information about suitable bulletin boards and other locations where the flyer might be displayed.

Bob Mannerfeld won the software raffle (for Print Power) that was held prior to our annual general meeting. He took Print Power home and tried it. It didn't work. He finally phoned the publisher, Hi Tech Expressions. They promised to send a replacement, but nothing happened. Another phone call got action, and Bob received a new package in the mail. This one did work. Bob says it's quite good and performs as advertised.

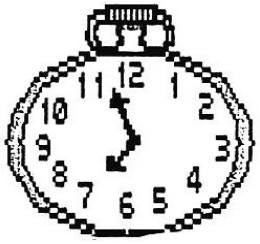
The main topic was hardware question and answers. Steve Lemmen reported that DRAM chips are dropping in price and that it is economical (barely) to consider RAM upgrades. Eight 256Kbit chips will expand your 800XL or 65XE to 256K bytes of RAM. Your 130XE will expand to 320K. This memory expansion will cost about $125. A half megabyte expansion of a 520ST takes sixteen of these 256Kbit DRAMs. This operation can be done for about $225. Adding a megabyte of RAM is more than twice as costly. Steve has to use megabit chips and a lot of cutting and jumpering of the motherboard is required.

All Atari ST's now are supplied with a double sided 3.5 inch drive. However, most software has been produced for single sided drives. After all, for the last four years a lot of ST's with single sided drives have been sold. The single sided drives have a 360K capacity. That's all you get with a double sided drive in single density mode. Steve mentioned that one can write to the back of a disk in single sided mode by electronically flipping the disk. He has some software that accomplishes this feat.

We were treated to a demonstration of Bob Nex's XL system. Bob used an unmodified 800XL outfitted with a 256K multi I/O board and a 1050 (Happy) disk drive. Attached to the Multi I/O board was a hard drive. To complicate matters I attached an XF551 drive to the end of the daisy chain. This gave Bob all sorts of drives. The hard drive was partitioned into four disks. Two are of almost ten megabyte size and two are standard 90K drives. In addition the Multi I/O provides a 256K RAM disk, and then there were the two "normal drives". Wow, some setup!

The hard drive is a standard 20 megabyte Seagate ST-225 with an Abtec controller. The hard drive and controller was powered by a 65 watt IBM PC power supply. This type of equipment is available everywhere for the IBM computers and can be obtained at moderate prices if purchased used from a dealer. The key to the whole system is the Multi I/O from ICD since it provides the hard drive interface. About a year ago ICD suspended production of the Multi I/O because of the high price of DRAM chips. But the boards are now back in limited production. So if you want a hard drive on an XL or XE computer, the best (if not the only) way to go is to get a Multi I/O first. You will need software to run this system, of course. The software of choice is SpartaDOS X with it's huge file capacity. Many thanks to Bob Nex, Ron De Pol and Sasha Grant for the use of their equipment.

Rowland Grant



UP COMING EVENTS !!

The July 27th General Meeting is our annual games night. There will be 4 eight-bit computers set up and 1 ST. After a short business meeting, we will start playing several challenging games of skill. Prizes and refreshment will be offered, so plan on attending this fun-filled night at your computer club!

ST DIGITIZING

Many years ago, my brother, Doug, sent me a sheet of paper which I found absolutely fascinating. And no, it was not blank! At first, I looked at the sheet very closely and could not understand why he had sent it as the entire page was filled with random characters. However, the plethora of letters and numbers were not created by an exceedingly bad typist, trying to write a resume. When I looked at it from a distance, I was surprised to see Doug's face staring at me. Reading his letter, I learned that a computer had scanned his face and then printed it on a piece of paper. Various characters were placed in strategic positions so that a rather crude form of shading and highlighting could be achieved, creating the impression of a face. This was the first time I had seen a digitized picture and I was quite impressed!

Sometime after I had purchased my Atari 800XL computer, I obtained some picture files of digitized images. I was very interested to know how these pics had been captured by a computer so I did a bit of research. Anybody can use a video digitizer to transfer video images over to a computer. It takes a bit of time for a digitizer to scan a picture so it is necessary to have a good quality VCR machine that can do a perfect pause. Once the image has been captured as raw data, a computer program creates the picture on the screen. Since the 8-bit Ataris have limited resolution and colour, the end result is not going to look like a photograph from a camera. However, the digitized pictures on the Atari look much more impressive than the old mug-shot of my brother!

Although I have owned a VCR for over 2 years, I have only recently purchased a video digitizer. I have always had a burning desire to zap any image from video onto my computer, but I could not do this until just one month ago when I bought an Hitachi Super VHS machine. This VCR will digitally memorize any frame from either a tape or from a broadcast coming over cable TV. This means I can get a perfectly frozen picture. The quality of the paused pictures on my old Akai video recorder has always been extremely poor.

After doing a bit of looking around, I bought the Computer Eyes Colour Video Digitizer for my Atari 520ST FM computer. I managed to procure this piece of hardware along with two programs for only $150, second hand. The store price is around 400 buckoids (Can.) which is rather high, in my opinion. I still have my old 8-bit system but can not convince myself to buy one of those nifty, hitech "magic boxes" for it as even the best graphics mode (80 X 192 pixels) will only display sixteen shades of one colour. In low res, the ST is capable of plunking down 512 colours on to the screen. Fairly impressive.... eh?

The hardware which I purchased plugs right into the cartridge port on the left-hand side of the ST and a cable connects the digitizer with the "video out" at the back of the VCR. All I have to do is freeze the screen on the TV and the program will do a scan and display the picture on the ST monitor.

There are two settings you can adjust before you capture a scene from the video machine. First of all, you have to choose which graphics mode to use. The low res mode has a resolution of 320 pixels by 200 pixels, allowing for five-hundred and twelve colours (unfortunately, this software will only display 16 colours). Medium res is 640 X 200 pixels. The main reason why I can not recommend you use Medium res is that only four colours can be displayed on the screen. With 4 colours, it is impossible to show much detail so most pictures end up looking like big, unexciting blotches. The default for DigiSpec is low res.

The other important setting is the amount of time taken for scanning a picture. Using low res, an image can be captured in either six or twenty-four seconds. The slow capture mode will supposedly help improve the quality of the picture, but I have not been able to tell much of a difference so I usually opt for the quick scan.

Once the program has the raw data necessary for generating the picture, there are a number of controls you can manipulate. If you find the picture is too dark, just bump-up the brightness. The contrast can also be adjusted. You can have up to 16 shades of one colour or full colour. The main draw-back with colour is that you can only have sixteen different colours and we all know most video images have much more than that! The software will use a sophisticated "voting" technique to choose the best colours, but the end result almost always looks like revolting sludge. Fortunately, choosing 16 grey levels, with the dithering option on, will give you an impressive picture 100% of the time.

Although the program that comes with the ComputerEyes Digitizer produces real mickey mouse colour images, you can get wonderful colour pics by using DigiSpec, produced by Trio Engineering. This piece of software will use the raw video data, generated by the ComputerEyes program, to create a 512 colour image. DigiSpec can be used as an application so once a frame has been scanned, just move your mouse pointer over to the "Desk" drop down menu and click on Digispec and, voila, it is right before your eyes!

The menu takes up the top quarter of the screen. To create a 512 colour pic, click on "run." The 512 colour display will be turned off in order to decrease the processing time so what you first see on the monitor will be a jumble of colours. Work on the image will begin between two blue strips on both sides of the screen. Once this area has been filled, the display will be turned on so you can see what the picture looks like. You can halt the process by hitting the right mouse button. Clicking on the left one will switch the

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ST DIGITIZING

(Continued from Page 4)

display off and the rest of the screen will be filled.

The colour picture will most likely not look perfect. Even though DigiSpec will select the optimal settings for each function, it is still no substitute for the human eye. With the mouse, you can adjust the contrast, brightness, intensity of the three basic colours: red, blue and green, the amount of dithering, and the colour threshold in order to fine tune the pic. You will not be wasting a great deal of time if the blue strips, which can be stretched to cover the top and bottom of the screen, are set to cover a small area. This allows you to abort early if the desired result is not going to be achieved.

The colour threshold can be a very important setting. Although a picture may contain up to 512 colours, only 48 can be on each scan line. If the original source has, say 80 colours, DigiSpec will use a "best fit" method to replace the 32 colours. This can cause horizontal colour streaks. To fix, adjust the colour threshold and, in most cases, the problem will be solved.

The most important factor in determining whether you get a "good grab" is the quality of your source. For example, if you are going to capture an image from a high grade video tape that was recorded in the EP mode (6 hours per tape), you should automatically know the grab will not be absolutely fantastic. The picture quality of the video will always be degraded. Even using the best mode, LP (2 hours per tape), is not going to produce images that are as clear as a broadcast from a local TV station. The best possible source, I believe, is one of those laser disc video machines. I have seen them in action and, boy, are the images ever sharp! Of course, not too many people can afford such equipment so you have to make do with what you've got.

Even with the best possible source, not every frame you digitize in colour is going to be good. Pictures containing many dark areas will usually look hideously aweful when ported over to the ST. If there are an excessive number of colours in the pic, the end result may look like one big, colourful streak. Also, you will notice that DigiSpec will quite often put too much green in an image and who wants to look at Madonna's face when it has a green tint to it! Before you process an image, you may want to knock down the amount of green by two or so notches. The best way to learn how to produce pics of optimal quality is, of course, to play with all of the controls.

The ComputerEyes Colour Video Digitizer is a very impressive piece of hardware. However, in order to exploit the full graphics potential of the Atari ST computers, you will require DigiSpec. With ComputerEyes and DigiSpec, many hours of absorbing fun are guaranteed!

TELECOM TODAY

Hello and welcome to this month's article. This month I hope to talk about a service avaliable to a person with a computer and a modem, and this service is entitled "INet 2000". There are many services avaliable once a person joins INet 2000, but we will briefly go over 2 of the services that I commonly access every month. These are commonly known as CBChat and Canada Remote Systems, or C.R.S.

Canada Remote Systems was founded in 1981, under the original name Toronto RCP/M Systems for the purpose of distributing public domain software by modem. From a single line system, Canada Remote has grown to over 7000 members and more than 68 incoming lines. CRS is among the largest bulletin board system in North America, and is known worldwide. Some of the features of CRS include supporting 7 different computers including the Atari ST, extensive file areas, and accepting files either from known sources and/or registered users of the bulletin board system. Amazingly enough, CRS is very cheap to use, unlike other known BBS services like CompuServe and The Source. To sign up to CRS, the cost is $65 per year (Canadian funds). Then the cost to the user is $9.75 per hour (Canadian) anytime of the day and night. If you compare the fees to places like the above mentioned databases, it is quite reasonable, since CompuServe and The Source charge their rates in American funds. For those of you who own an Atari ST computer, the file area of Canada Remote Systems include the following:

Animation, Artificial Intelligence, Business Applications, Communications/BBS, Computer Education, Databases, Desktop Managers, Education, Games, Graphics, Home Applications, Languages, Magazine Articles/ST Report, Nudes (X-Rated), Pictures, Product Demos, Songs/Music, Spreadsheets & Templates, Text Files, Word Processors, Utilities.

The list I printed out of the files is 57 pages. If you would like to look at a copy of the list, please get in touch with me.

CBChat, on the other hand, is very similar to a CB Radio, since the idea of social conversation between 2 or more people is stressed. Not only are files for every computer supported, but also there are multi-user online games. Now the difference between these games and say the games on Atari Chamber BBS are that more then one user can play so, relatively speaking, 5 people could be playing a game, attacking each other, etc., etc. There are many conferences for the user to check out. An example of a few are the Bahai Conference (world peace) and Science Fiction. Online costs are $10 per hour Canadian, so for a few dollars more you can speak your mind in the many areas of messages, play games or download useful public domain. I don't use the CBChat area of INet much, so I am really at a loss for words for this BBS service.

Philip Cavanagh

This is a simple (hence the name), sector copier for users of large RAMdisks with a FMS such as MyDOS. Mickey provides one pass - one drive disk duplication. Unlike special and more sophisticated copy programs, he does not eat your RAMdisk or require re-boot. Sectors are copied to a string buffer which, when full, is dumped to a file in the RAMdisk. To minimize space requirements, the final read is not written to the file but simply held in the string before writing the copy. This restricts operation to one shot -- read one, write one.

Using Mickey couldn't be much simpler: Run the program, follow the prompts. The prompt "Key" means "touch any key". Mickey needs 492 free sectors to copy a single density disk and 852 for enhanced. He will check that there's enough room in the RAMdisk before reading a source disk He also makes use of the filename "HOLD" (adjust line 21 for any filename and drive number you want). Upon completion, your RAMdisk is left as it was before operation.

Mickey requires Turbo BASIC. Error checks are minimal -- disk errors are reported, but that's it! He tells you about them and quits. He is a little kinder about formatting -- he only formats if required (I hate waiting that 30+ seconds). This means you could end up with a 720 sector format on a disk that is physically formatted enhanced. This can actually be beneficial: more sectors per track means faster access.

The listing is uncompacted and will run as is, but if only to save typing, I suggest combining lines. All lines that are referenced by GOTO's, etc. are preceeded by a REM and are numbered in multiples of ten; so feel free to tack on all the following lines up to the next REM. Also, the use of CHR$ is only for readability; you should replace them with the actual characters within the following quotation marks (delete line, and arrows). Program B will produce a machine language portion as a three line string assignment which must be merged (ENTERed) into the main listing. ***CAUTION:*** *Program B erases itself, so make sure you save it before running.*

MICKEY MOUSE PLUG

If you're having problems with your printer, disk drive, modem, or other device on the serial bus, and if you use a **Graphix AT** interface, there is a good chance that that is the source of the trouble. After considerable frustration I discovered, through experimentation aided only by blasphemy, that my disk problems were caused by the cheap Taiwanese serial plug used by Graphix -- it's about half the weight of the MOLEX plug on the drive cable. This little turkey ***CAN DESTROY FILES***, prevent boot, scramble printouts, etc. The solution: disassemble the plug and clean the contacts -- very carefully; they're not much stronger than tin foil. **John Picken**

MICKEY MOUSE COPIER

```
1 REM RAMDisk Sector copier for use
2 REM on 256XL or 320XE. Requires
3 REM Turbo BASIC. Merge this part
4 REM with lines 11-13 created by
5 REM program B. All target lines are
6 REM preceeded by REM or --- and are
7 REM numbered in multiples of 10
8 REM ITALICS INDICATE INVERSE PRINT
9 REM
10 DIM S$(280),BF$(128*240),F$(15)
20 S=ADR(S$)
21 F$="D8:HOLD"
22 TRAP 30
23 DELETE F$
24 ------------------------------
30 OPEN #1,6,0,F$
31 INPUT #1,BF$
32 CLOSE
33 PRINT
34 PRINT CHR$(156);" RDScopy "
35 PRINT
36 PRINT CHR$(156);"Srce - Key"
37 GET K
40 K=USR(S)
41 DS=(PEEK(746>127))
42 ON VAL(BF$)<492+360*DS GOTO 200
43 SPP=240-32*DS
44 BF$(128*SPP)=CHR$(0)
45 OPEN #1,8,0,F$
50 TRAP 210
51 CMD=82
52 FOR SEC=1 TO (2+2*DS)*SPP STEP SPP
53   GOSUB 300
54   BPUT #1,ADR(BF$),LEN(BF$)
55 NEXT SEC
56 CLOSE
57 GOSUB 300
60 PRINT CHR$(28);"Dest"
61 GET K
62 OPEN #1,4,0,F$
63 CMD=80
64 K=USR(S)
65 ON PEEK(746)<128 AND DS GOTO 70
66 ON USR(S,CMD,SEC,ADR(BF$)) GOTO 80
67 ------------------------------
70 ON USR(S,33+DS) GOTO 80
71 PRINT "Format Error"
72 GOTO 90
73 ------------------------------
80 GOSUB 300
81 FOR SEC=1 TO (2+2*DS)*SPP STEP SPP
82   BGET #1,ADR(BF$),LEN(BF$)
83   GOSUB 300
84 NEXT SEC
85 PRINT CHR$(28);CHR$(156);"Done";CHR
$(29)
86 ------------------------------
```

TALK ABOUT MICKEY MOUSE!

```
90 TRAP 100
91 DELETE F$
92 ------------------------------
100 TRAP 40000
101 END
102 ------------------------------
103 REM Error traps, etc.
104 ------------------------------
200 PRINT "No Room ";BF$
201 GOTO 100
202 ------------------------------
210 PRINT "RamDisk Error"
211 GOTO 230
212 ------------------------------
220 POP
221 PRINT "Disk Error"
222 ------------------------------
230 ON SEC>480+352*DS GOTO 90
231 POP
232 GOTO 90
233 ------------------------------
300 ON USR(S,CMD,SEC,ADR(BF$),SPP)>1 G
OTO 220
301 RETURN
```

PROGRAM B

```
1 REM RAMDisk Sector copier. This
2 REM part creates lines 11-13.
3 REM
4 REM * * PROGRAM SELF-DESTRUCTS * *
5 REM * * SAVE BEFORE YOU RUN IT * *
6 REM
7 REM The program will LIST PART.2
8 REM to the disk in drive 1
9 REM
10 REM There are 35 DATA lines with
11 REM eight bytes in every line.
20 REM
21 DATA 162,10,160,15,208,10,49,1
22 DATA 83,64,234,2,3,0,4,0
23 DATA 177,212,157,255,2,149,223,136
24 DATA 202,208,245,150,208,136,16,251
25 DATA 32,89,228,132,212,104,240,43
26 DATA 170,104,104,202,10,102,209,74
27 DATA 133,226,224,1,240,20,176,28
28 DATA 201,83,240,23,201,33,144,15
29 DATA 201,35,176,11,134,227,133,230
30 DATA 144,58,104,104,202,208,251,160
31 DATA 168,132,212,96,201,82,240,10
32 DATA 6,227,201,80,240,4,201,87
33 DATA 208,232,104,168,104,202,192,5
34 DATA 102,209,133,205,132,206,133,23
4
35 DATA 132,235,104,133,229,104,133,22
8
36 DATA 202,240,9,104,104,202,208,202
37 DATA 170,240,204,202,164,212,48,201
38 DATA 136,132,232,56,169,32,45,234
39 DATA 2,240,3,38,233,44,102,232
40 DATA 36,209,48,11,232,134,203,16
41 DATA 30,170,240,27,136,48,170,112
42 DATA 166,134,204,6,204,164,204,177
43 DATA 205,133,234,200,177,205,200,13
2
44 DATA 204,133,235,5,234,240,148,162
45 DATA 11,181,224,157,0,3,202,208
46 DATA 248,165,235,208,17,160,3,196
47 DATA 234,144,11,36,209,112,208,141
48 DATA 9,3,106,141,8,3,32,89
49 DATA 228,48,163,230,208,36,209,80
50 DATA 14,164,232,136,136,177,228,133
51 DATA 234,136,177,228,41,7,170,173
52 DATA 8,3,240,7,24,101,228,133
53 DATA 228,144,2,230,229,36,209,48
54 DATA 164,198,203,240,176,138,112,16
9
55 DATA 230,234,208,171,230,235,208,16
7
100 PRINT CHR$(125)
110 PRINT
120 PRINT "NEW"
130 PRINT
140 PRINT
150 POKE 766,1
160 PRINT "11 S$=";
170 GOSUB 500
180 PRINT "12 S$(96)=";
190 GOSUB 500
200 PRINT "13 S$(191)=";
210 GOSUB 500
220 POKE 766,0
230 PRINT "LIST ";
240 PRINT CHR$(34);
250 PRINT "D1:PART.2";
260 PRINT CHR$(34)
270 PRINT
280 PRINT
290 PRINT
300 PRINT "POKE 842,12:END"
310 POSITION 2,22
320 PRINT "PART.2 created.  Merge with
 PART.1!!"
330 POSITION 0,0
340 POKE 842,13
350 STOP
500 PRINT CHR$(34);
510 TRAP 700
520 FOR B=1 TO 95
530   READ V
540   PRINT CHR$(V);
550 NEXT B
600 PRINT CHR$(34)
610 RETURN
700 POP
710 GOTO 600
```

COMPUTER DIARY

Now that you've learned a bit about Basic, it's about time you put it to a "Neutral" use. A personal computer diary.

If you have someone in your family that likes peeking at diarys, make up your own system for security. But,first, type in this program.

```
1 REM *** DIARY
2 ? "PLEASE ENTER DATE(i.e. 01/02/90 is    Jan.2nd,1990"
3 DIM A$(999),M$(9),D$(2),F$(20)
4 INPUT A$
5 M=VAL(A$(1,2))
6 D=VAL(A$(4,5))
7 Y=VAL(A$(7,8))
8 ? "TODAY IS ";
9 GOTO M+9
10 M$="JAN.":GOTO 22
11 M$="FEB.":GOTO 22
12 M$="MAR.":GOTO 22
13 M$="APR.":GOTO 22
14 M$="MAY ":GOTO 22
15 M$="JUN.":GOTO 22
16 M$="JUL.":GOTO 22
17 M$="AUG.":GOTO 22
18 M$="SEPT.":GOTO 22
19 M$="OCT.":GOTO 22
20 M$="NOV.":GOTO 22
21 M$="DEC.":GOTO 22
22 REM DATE
23 GOTO D+23
24 D$="st.":GOTO 55
25 D$="nd.":GOTO 55
26 D$="rd.":GOTO 55
27 D$="th.":GOTO 55
28 D$="th.":GOTO 55
29 D$="th.":GOTO 55
30 D$="th.":GOTO 55
31 D$="th.":GOTO 55
32 D$="th.":GOTO 55
33 D$="th.":GOTO 55
34 D$="th.":GOTO 55
35 D$="th.":GOTO 55
36 D$="th.":GOTO 55
37 D$="th.":GOTO 55
38 D$="th.":GOTO 55
39 D$="th.":GOTO 55
40 D$="th.":GOTO 55
41 D$="th.":GOTO 55
42 D$="th.":GOTO 55
43 D$="th.":GOTO 55
44 D$="st.":GOTO 55
45 D$="nd.":GOTO 55
46 D$="rd.":GOTO 55
47 D$="th.":GOTO 55
48 D$="th.":GOTO 55
49 D$="th.":GOTO 55
50 D$="th.":GOTO 55
51 D$="th.":GOTO 55
52 D$="th.":GOTO 55
53 D$="th.":GOTO 55
54 D$="st.":GOTO 55
55 REM PRINT IT OUT.
56 ? M$;" the ";D;D$;",19";
57 IF LEN(STR$(Y))=1 THEN ? "0";
58 ? Y
59 ? "Read or Write?"
60 INPUT A$:IF A$="R" THEN R=1
61 F$(1,2)="D:":F$(3,4)=STR$(Y):F$(LEN(F$)+1,LEN(F$)+2)=
STR$(D):F$(LEN(F$)+1,LEN(F$)+LEN(M$))=D$
62 F$(LEN(F$)+1,LEN(F$)+LEN(M$))=M$:F$(LEN(F$)+1,LEN(F$)
+3)="REA"
63 OPEN #1,8-4*R,0,F$
64 TRAP 70
65 IF R THEN INPUT #1,A$:? A$:GOTO 63
66 IF  NOT R THEN INPUT A$:? #1;A$:A=A+1
67 IF A=10 THEN GOTO 70
68 GOTO 66
70 CLOSE #1:R=0
71 RUN
```

Be sure to use enhanced DOS 2.0 Don't panic if you don't know what I mean, it's any DOS 2.0 that you got from the library. If you don't, you'll get "ERROR- 165 AT LINE 63"

Enter your private message, after choosing write. If you want to read your past, at the beginning type in the date that you entered it in. Simple enough? Not quite. Examine the program. For example:

```
59 ? "Read or Write?"
60 INPUT A$:IF A$="R" THEN R=1
63 OPEN #1,8-4*R,0,F$
```

If you enter "R" then R=1, and 4*1=4 so 4 gets subtracted from 8,and voila! 8-4=4!

Here is a list of channels:

```
   OPEN #__,¦__,¦0,¦"D:____.____"
Read    1-8¦4  ¦  ¦
Write   "  "¦8  ¦  ¦
Disk Dir"  "¦6  ¦  ¦    * . *
Read/Wr."  "¦¦2 ¦  ¦
```

So, OPEN #1,8,0,"D:TEXT.PIL" would mean open channel one for write, at drive one with the filename "TEXT" with the extender "PIL".

That's how my I/O part of the diary program worked.

Add these lines for a security system.

```
0 GOSUB 90
90 DIM Z$(99)
91 ? "ENTER THE PASSWORD."
92 INPUT Z$:IF Z$<>"______" THEN POKE 580,1:POKE 511,0
93 RETURN
```

(Continued on Page 9)

EXECUTIVE MEETING

Ron De Pol reported that in May our income was $92.00, our expenses were $30.87 leaving us with a balance of $438.63. The secretary reported that we have been receiving the Vantari newsletter and BACEline from the Bakersfield (California) ACE. These newsletters find their way to the Club library after a I've used them for the Rumors column. Also, through PSAN we have found that there is an Atari club in Campbell River called CRACE (what else?). CRACE seems to handle any Atari computer including the Atari PC. Their library is devoted to ST, Macintosh and MSDOS software.

Our XL/XE library is organized and is still growing. Try the Cross Canada Cycling game. It's on the BBS now. The STart, Analog and the April/May issue of Page6 Atari User have arrived. The ST library is growing at about the rate of one disk a month. Ron Thibodeau and Ted Skrecky have been doing the program selecting and disk preparation. They would like to thank all those who have donated programs - you know who you are.

Gordon Hooper has created an attractive promotion sheet or flyer. He used Dot Magic software on his 130XE to control his Roland printer. The result, with a fresh ribbon, is quite impressive. Dot Magic is shareware and is available from the Club library. Help and suggestions for distribution of our promotion flyer would be appreciated.

Ron De Pol's phone call to the Antic office in Martinez California got results. The May, June, July and August issues of Antic, with disks, have been received. Our subscription to Page 6, now called New Atari User, was renewed. The July/August issue of New Atari User has arrived. We are continuing to receive Analog and STart magazines each month.

The general meeting on July 27th will feature our annual arcade games tournament. The executive commitee will act as the games committee this year. Like last year, we have arranged to have four XL/XE systems with cartridge games and at least one ST system. There will be a number of prizes this year. We will have a second, third (and maybe fourth) prize thanks to Mac McInnis and Tesseract Software. And of course, a suitable booby prize will be awarded too. For a fun evening, bring your joy stick!

Rowland Grant

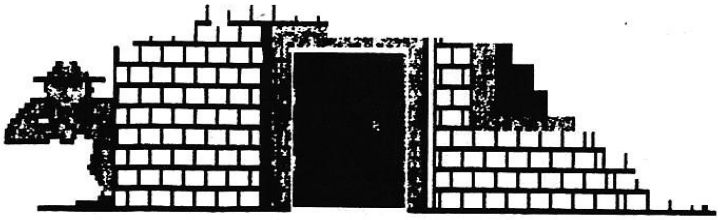
COMPUTER DIARY

(Continued from Page 8)

In the blank, put your password.

If someone enters the wrong password, the computer will paralyze itself. Don't put on your peril-sensitive sunglasses, though, because when you press <RESET>, The computer will re-start. Peril sensitive sunglasses is taken from Hitchhiker's Guide to the Galaxy, by Infocom. They turn black when something stressful happens.

Tyler Macdonald



PEEKing around...

... A large amount of thanks are extended to ROWLAND GRANT, TED SKRECKY, TYLER MACDONALD, RALPH CARLE, JOHN PICKEN and PHILIP CAVANAGH. When that many people contribute to the newsletter, it makes it much more interesting to read because of the differing writing styles and subject of topics. Not to mention the fact I don't have to do very much writing because the pages are already filled ... ENRIQUE MERKT has moved to the Hastings Street branch of A&B Sound as manager of the computer department. WARREN HUXLEY takes his place as manager of computers in Victoria. Long-time GCACE members wil recognize him as an ex-member and ex-contributor to the newsletter. Congratulations, Warren ... Thanks also have to go to MAC from Tesseract Software. He provided the posters to be used as prizes for our upcoming games night ... Our secretary, ROWLAND GRANT, might show up at the games night with two sons in tow. TONY GRANT is living with his father for the summer while he works for the Ministry of Health. It would be nice to see him along with SASHA, as they both have an interest in Atari computers ... JOHN BRYDON has made a down payment on a 1040 ST. But don't worry, he is going to keep his 8-bit going to run the BBS, Atari Chamber. John reports that he thinks the BBS campout at Courtenay was a complete success. Better do something about that short-term memory loss, John. SHARON BRYDON got to stay home with the kids ... TED SKRECKY has acquired the first in a planned string of real estate purchases which will establish him as the robber land-baron of Vancouver Island. He will move into the condominium he bought at the end of July. He had a saleperson drive him all over town looking for a condo and ended up buying one directly across the street from his present apartment. Now you know how real estate salespeople get grey hair ... As usual, phone GORD at 386-0857 with any low-down on members or questions about computers or the club. I don't know all the answers, but I can direct you to the person who does ...

WANTED

Modem, reasonably priced.
Phone tyler at 655-4499

For all kinds
of computer repairs
call Steven Lemmen
at 595-7811

ATARI CHAMBER
382-9482

PICTURES DIGITIZED BY AN ST

The following pictures are examples that have been digitized by Ted Skrecky's ComputerEyes system. They were printed on a laser printer, courtesy of A&B Sound and then reduced by Monk's Office Supply. The pictures were taken off of a Doctor Who tape being run on an Hitachi VCR as explained in Ted's article on page 4.